

# **VOLTMACE DATABASE GAMES-COMPUTER**

**MODELS VMV 20 AND VTC1 (B.E.A.B. APPROVED)**

## **DATABASE INSTALLATION INSTRUCTIONS**

Follow the instructions below carefully. All adjustments and controls referred to in these instructions are easily accessible customer controls. No internal adjustments to the T.V. are necessary.

**STEP 1.** Fit a thirteen amp plug to the mains lead, the wires of which are coloured in accordance with the following code:- BLUE — neutral/BROWN — live. For model VTC1 (B.E.A.B. approved) this lead is located on the rear of the game console. For model VMV 20 this lead is on the separate mains power pack. The blue wire must be connected to the terminal marked N or coloured black. The brown wire must be connected to the terminal marked L or coloured red. A 3 amp fuse should be fitted to the plug.

**STEP 2.** Plug in the lead from the games console into the 5 pin DIN socket on the end of the power pack. This does not apply to model VTC1 where the power supply is permanently connected to the game.

**STEP 3.** Lower the volume control and turn off the T.V. set.

**STEP 4.** Remove the aerial lead from the back of the T.V. set and insert the aerial lead plug from your DATABASE. Alternatively if you have a T.V. game aerial switch, then plug the T.V. game lead into the socket marked "T.V. game" and the T.V. aerial lead into the socket marked "T.V.", then plug the lead of the aerial switch into the T.V.

**STEP 5.** Plug the mains plugs of the game and the T.V. into the mains wall sockets. Switch on the mains supply.

**STEP 6.** Plug in any DATABASE games cartridge into the recess on the top of the console and ensure that it is fully pushed home.

**STEP 7.** Switch on both the DATABASE and the television. Turn up the volume on the T.V. Press the RESET PROGRAM button. Turn the T.V. to a spare button. Although all buttons can be tuned to the DATABASE it is best to use one that is not being used for T.V. programmes. If your T.V. has a dial tuner turn it to channel 36 or turn the tuner button until you get the game picture on the screen. If your set is colour then with fine tuning the picture will appear in bright colours. If your set is black and white then adjust the brightness and contrast controls to get the best viewing picture. Some T.V.s such as touch tuners have their tuning knobs in a small box hidden by a hinged door or a pull out drawer. If in doubt ask your DATABASE dealer to show you some similar types of tuner on T.V. sets in his shop. Fine tune the T.V. set to get the best picture and sound. Because tuning in the game is identical to tuning in a T.V. station, once set, providing you use the same button next time, it should not require further adjustment.

**STEP 8.** To select your game, press the GAME SELECT button once and the program will move on one game. Hold the GAME SELECT down and the program will run through all the games until you release.

**STEP 9.** Press the START GAME button on your DATABASE to begin your chosen game. Some games such as Maths or Blackjack have a different start procedure. Check the cartridge instructions if the game does not work after pressing GAME START.

**STEP 10.** Do not concern yourself if the screen begins to flash as this is to remind you that the game has been left on, but is not being played. The flashing will stop as soon as you resume play.

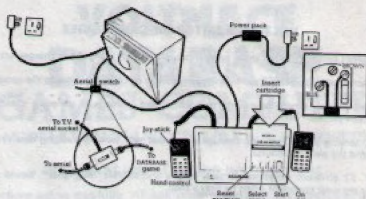
**STEP 11.** Each time you change your cartridge, switch off the DATABASE, then insert the new cartridge. Switch on. Press the RESET PROGRAM button, then refer to the cartridge instructions.

**STEP 12.** Do not use anything other than VOLTMACE approved cartridges or accessories as your games computer console could be damaged. Any damage to your DATABASE games computer caused by using it with equipment other than Voltmace supplied will invalidate the guarantee.

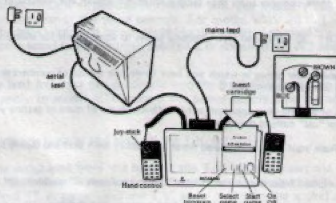
**STEP 13.** Disconnect the mains plug from the supply socket when not in use.

# QUICK REFERENCE GUIDE FOR CONNECTING UP YOUR DATABASE

ACTION	NOTES
1. FIT MAINS PLUG	Follow wiring instructions carefully (SEE STEP 1)
2. CONNECT GAME TO POWER PACK (OMIT THIS STEP FOR B.E.A.B. APPROVED MODEL No. VTC1)	5 pin din plug goes on the end of the power pack. Omit step 2 for B.E.A.B. game where power pack is fitted permanently to the game console (SEE STEP 2)
3. CONNECT AERIAL LEAD FROM GAME TO T.V.	Plug is similar to the plug on the lead that you will remove from the T.V. set (SEE STEP 4)
4. PLUG IN MAINS PLUG ON THE T.V. TO THE WALL SOCKET	As the game uses only a small amount of power a 2 or 3 way adaptor can be used if there is only one wall socket near the television (SEE STEP 5)
5. PLUG IN THE MAINS LEAD FROM THE POWER PACK TO THE WALL SOCKET	
6. INSERT CARTRIDGE INTO GAME	Check cartridge is pushed right home in its socket (SEE STEP 6)
7. SWITCH ON T.V. SET	
8. SWITCH ON GAMES COMPUTER	Switch marked ON/OFF
9. PRESS "RESET PROGRAM" BUTTON ON DATABASE	
10. PRESS A SPARE BUTTON OR SELECT A SPARE DIAL POSITION ON THE TELEVISION	If in doubt refer to the television instructions or ask your DATABASE dealer to show you how to select and tune in a spare channel on your T.V. (SEE STEP 7)
11. FINE TUNE THE T.V. TO THE GAME SIGNAL	
12. TURN UP VOLUME ON T.V.	You may need to get a game running to make some sound. See cartridge instruction
13. CHECK AND RETUNE T.V. IF NECESSARY	Only required if sound is weak or buzzing too loudly
14. CONTINUE AS THE INSTRUCTION FOR THE CARTRIDGE YOU HAVE SELECTED	



**Connection Diagram Model VMV 20**



**Connection Diagram Model VTC 1**

# **IF YOUR DATABASE DOES NOT SEEM TO BE WORKING.**

For all faults, check the quick reference guide on the page opposite to see that you have not missed something during the setting up. If the game is still not working then the list below might help you to locate the problem. If after these checks, the game will not work, then ask your DATABASE dealer to check the game.

FAULT	POSSIBLE CAUSE AND REMEDY
NO PICTURE	Recheck steps 2 to 11 on the setup instructions
NO PICTURE	Remove the T.V. game aerial lead from the T.V. and replace the T.V. aerial lead. Select a normal programme and check that the television is working. If O.K. repeat steps 3 to 9 on the checklist
NO PICTURE	Check that you are fine tuning the T.V. correctly. Refer to the T.V. instructions if necessary
NO PICTURE	If whilst tuning the T.V. a point is found where the snowy, speckly picture goes to a plain black screen press RESET PROGRAM button. If no picture appears, switch off game. Unplug the cartridge, fit another cartridge. Switch on game. Press RESET PROGRAM
NO PICTURE	If you cannot tune away the snowy picture, check the connecting leads to the game. Make sure that the 5 pin plug is securely inserted into the end of the powerpack (not on MODEL VTC1). Check the wall socket by plugging in another appliance such as a table lamp or vacuum cleaner
POOR PICTURE	Recheck the game aerial connections
POOR PICTURE	If you have a T.V. GAME/AERIAL switch, make sure that it is switched to T.V. game position and that it is connected at the T.V. set end
NO SOUND	Check that the volume control is turned up on the T.V.
NO SOUND	Try a small adjustment to the fine tuning button on the T.V.

## VOLTACE DATABASE CARTRIDGES

1. **AIR/SEA** 20 different battles between ships, submarines and aircraft using depth charges, torpedoes or missiles.
2. **BLACKJACK** A screen version of the casino card game for one or two players using the computer as banker.
3. **BAT/BALL** 60 games from simple ping pong to hockey and tennis with different speeds and angles plus a range of wipeout or breakout type games.
4. **ROAD RACE** 10 driving games, weaving through a crowded race field, or rallying down narrow snaking lanes, or a difficult driving test around the plan of a course.
5. **TANK & PLANE** 27 different variations of tank battles and aircraft "dogfights". Would you believe "tanks in the fog"? when you can only see your opponent when he fires a shell.
6. **MATHEMATICS I** Addition and subtraction of different sized sums against the clock and flashing number recognition tests.
7. **MATHEMATICS II** More complex sums than No.6 with multiplication and division as well as addition and subtraction.
8. **SHOOTING GALLERY** 32 fairground style shooting games to score points for shooting fast and slow moving birds and animals.
9. **BRAIN DRAIN** Codebreaker games in which you have to decode groups of numbers or symbols from the clues given in the least number of tries or in a time limit.
10. **MAZE** 24 contests of beating your opponent out of different types of maze or getting your "mouse" out of the maze without being caught by the "cat" coming the other way.
11. **HORSE RACING** Race your super animated horse and jockey with skill and timing to clear various sizes and styles of fences.
12. **CIRCUS** Bounce the clown from the see-saw to burst as many balloons as possible in the roof of the big top.
13. **BOXING** Two boxers with controls for left and right punches and defence with automatic points scoring, round timing and "knockouts".
14. **FOUR IN A ROW** A game for two players or one player against the computer in which you must outwit your opponent to get a horizontal, vertical or diagonal line of 4 of your own colour.
15. **SPACE BATTLE** Look down your laser gunsight and steer your spaceship to meet the oncoming enemy spaceships. Also lunar lander games.
16. **EARTH INVASION** 16 games in the style of the arcade space invader games. This replaces the earlier No.16 cartridge.
17. **GOLF** An 18 hole golf course to play for one or two players. The features of this game include a choice of clubs and directional control, fixed and random hazards and control over speed and direction of the putting once you are on the green.
18. **BOX CLEVER** Originally known as Reversi or later as Othello there are 30 variations on this cartridge for two players or different levels for one player against the computer.
19. **TREASURE HUNT** With "Flag Capture" and "Memory Match", there are 8 solo games to test your memory and try to improve on your own best score and 8 two-player memory contests.
20. **ARCADE** Various screen interpretations of the popular amusement arcade pinball tables, with controllable flippers.
21. **MUSICAL MEMORY** Write your own 32 note melody, then play it back at different speeds and in different keys, whilst watching the notes displayed on the screen. Also 4 or 6 colour "SIMON" type games to remember sequences of colours and notes.

FOR THE LATEST CARTRIDGE INFORMATION CONTACT:

VOLTACE Ltd., Park Drive, Baldock, Herts. Tel: (0462) 894410